Elvira®

mistress of the dark

INSTRUCTIONS

KILLBRAGANT

ENGLAND
SEPTEMBER 21

Dear Diary,

That creepy portrait in the castle's front hallway should have tipped me off right away. I mean, I'm not used to running into people who look exactly like me - especially people who've been dead over 100 years. So my First Encounter with Lady Emelda of Killbragant was definitely of the Weird Kind.

Maybe I shouldn't have been so surprised. According to the papers from the attorneys (Dybbuk, Doppelganger, Wraith, and Eldritch), the resemblance isn't just coincidence: it turns out Lady Emelda was also my Great - Great Grandmama Emelda. It also turns out that with the demise of my evil Uncle Elmo, I now own this place - lock, stock, and dungeon.

Apart from the striking family resemblance, I've got to admire Emelda's taste in clothes: she sure gets a lot of milage out of that little black number she's barely wearing in her portrait. Too bad I can't say the same for this rockpile's decor: pretty dusty and musty, but nothing that can't be fixed with some neon lighting, a couple of Naugahyde couches, and a few movie posters alongside those strange paintings with the shifty eyeballs.

I'd like to turn this place into a sort of macabre bed-and -breakfast - the kind of place you visit if your idea of "bed" includes marble slabs and "breakfast" is blood sausage and Killer Tomatoes. After all, there's a hedge maze in the garden , a kitchen that's better equipped than Dr Frankenstein's lab, enough bedrooms upstairs to hold all of Them, and some great views of the northern English moors from the roof-so Killbragant should be a wicked place to entertain a few tourists when I get it cleaned up

October 9th

My redecorating project is coming along: we may even get the place open for the Halloween season. But these days life is getting stranger than "The head with two things"... Uh I mean "The thing with two heads!"

This afternoon, while crawling through a heap of legal papers big enough to hide a Rodan, I found an old clipping from the local paper that may explain why the place has been deserted since the Bloody Mary days. They ran it as a Halloween gag but it reads more like a late night horror movie.

It seems that Great - Great Grandma Emelda was married to this kind of boring Dude, Sir Elric, who spent a lot of time on the road managing the family affairs in India. He left Emelda hanging around Killabrant all alone at a time with nobody but a few Bats to keep her company, - until this guy Lord Beremond showed up one day, and started a little fami'y affair of his own.

Beremond was some sort of Evil Wizard who had a real way with women. He sure had a way with Grandmama, because she invited the creep to move in with her. They were a real fun couple: when they weren't upstairs doing nasty things to each other, they were downstairs doing nasty things to the terrorised locals...or down in the catacombs conjuring up more nasty things from the Realms Beyond.

Apparently, Beremond thought he was the Evil Incarnate, and everyone else was inclined to agree, mainly because he made the entire County worship him (like some Hollywood producers I've known) on pain of violent death. Before long the entire neighbourhood looked like a permanent night of the living dead.

So, anyway, Beremond and Emelda were the original gruesome twosome....until the day Beremond was hit by a stray arrow during a hunting trip, which punched his one way ticket to Goonland. Emelda took over the operation, with the help of some unearthly beasties, a handful of ghoulish hand maidens, and an army of Palace Guards from Hell.

Of course the next time Sir Elric checked in, he wasn't exactly thrilled. The crops were dead, the tenant farmers had been massacred, a gang of goblins was gyrating in his foyer, and his wife had obviously been getting beauty tips from the Bride of Frankenstein. Not that he was around long enough to gripe about it: shortly after he got home, Emelda seduced him, sucked him into a compromising position, and ran him through with the old family sword.

End of problem- except for Elric's little revenge, who was born nine months later and grew up to be my great grandpa. Understandably, the kid left home as soon as he was old enough to be allowed outside alone after dark.

Emelda died many years later, (much to her own surprise: she was sure that Satan was going to make her immortal, which is a line that anyone who's done time in Hollywood would never fall for). Instead, she had to settle for resurrection sometime in the far-off future (a sort of diabolical don't-call-us-we'll-call-you). The directions for starting (and stopping) her resurrection are supposed to be somewhere here in the Castle - part of 'The Scroll of Spiritual Mastery' hidden in an old chest. The chest takes six keys to unlock. She gave the keys to her loyal flunkies, and told them that if she held onto them, they could come back with her the second time around - and this time they would rule the World.

The neighbours believe that her gang of Ghosts and Ghouls still haunt this place. In fact, the vicar and some of the town hochos took me to Tea this afternoon - nice people, though a little eccentric - and were emphatic that the place will need a thorough cleaning out before its safe to inhabit.

I dont think they mean mopping the staircase down with Mr. Clean!

Do I believe them? I'm not sure - the story's weird but I'm in show business, and I've heard weirder. I'm definitely putting it in the Castle's tourist brochure, though; its bound to attract the right kind of people. And as far as my own safety is concerned, it seems stupid to rent a Hotel room in town when I've got my own castle to stay in.

I'd write more but it's getting dark outside, and there's a lot to get done around here. Also, I think I hear someone walking downstairs so I'm going to check it out.

HALLOWEEN EVE

That little fable about Grandma Emelda was a cute story, but not that cute.

When I decided to open that place up for 'Elvira's Horror Weekends',
I hoped the place would be full from basement to battlements by Halloween. It is - but this isn't quite the kind of company I had in mind.

For one thing, these guests aren't paying.

For another, they're not even alive.

none if this, of course, has stopped them from talking over the place, like they owned it or something.

It started out a few weeks back, when a few odd monks started wandering around downstairs in the middle of the night. I enjoy meeting men of the cloth, and figured i'd be friendly with them, untill I realised that there was nothing under the cloth. I'm talking incorporeal.(And I don't know what incorporeal means!)

The monks turned out to be the advance men for a growing army of creepy critters-gremlins who like to play hide-and-seek in the hedge maze, soldiers guarding the bedrooms, skeletons doing Grateful Dead impersonations in the catacombs downstairs- and busloads of more beasties arriving every day.

Worst of all (at least of all the ones I know about) is the incorporeal corporal who's manning the gatehouse out front 24 hours a day...sort of Gomer Pyle meets the Marquis de Sade. Because of him, I can't get out of here- and if I could, I wouldn't get back alive. In fact, with all the traffic in the hallways, I'm sort of stuck in the Kitchen with nothing but a few cookbooks to keep me company.

It's clear to me now that this little creature convention has been called in my honor. Seems that in the course of the restoration, I've also revived Emelda's memory- along with several hundred of her closest friends. The sordid little legend of Emelda the Evil is becoming more real every day. And if things continue, I may soon get to meet her face to -fangs- not my idea of a warm family reunion.

I've got to shake down my houseguests until I find those six keys, get my hands on Emelda's chest, and find out how to put a stop to Grandmama's imminent return.

But I may not have to do it all alone: Help should be arriving any minute. The last time I ventured out of Killbragant, I picked up a copy of 'Broomsticks Weekly' and got in touch with one of the freelance ghostbusters who advertise in the back pages. They agreed to come over today and give me an estimate. If they're smart enough to let themselves into the castle-and avoid the Freddy Krueger clone at the gatehouse-we have a slim chance of stopping Emelda's return, and reclaiming Killbragant (and maybe the whole world) for the living.

I just might be in business after all.

Welcome To My Nightmare

Nice looking castle isn't it? Almost sorta sweet, with the little gate out front, and the flowers on the front lawn. You'd hardly guess that I'm going to have to go on the warpath against about 999 Goons from the Seventh Dimension to reclaim what's mine in the first place - the right to a decent night's sleep in my own home.

Anyway, I'm glad that somebody was interested enough to answer my Ad and help me out. I was kinda hoping for someone a little taller, maybe with armour and a sword. Instead, I get a computer freak who keeps trying to tell me that swords are no match for a trusty joystick.

I'll believe that when I see it. In the meantime, let me show you around the place, and tell you how things work...

Loading:

Place disk 1, side A into drive and type LOAD "*",8,1. Follow the prompts

The Main Screen

Everything that happens at Killbragant happens on the Main Screen. What do you mean, "I don't get it !??" The Adventures' Union said that you were an experienced castle-cleaner, a real fantasy-game stud. And now you want me to explain a simple computer interface. This does wonders for my confidence...

Oh, all right. Here's how it works:

Main Window

This is where all the action occurs: exploration, mystery, plunder, carnage and a little cooking on the side.

The Main Window represents your point of view. Although most movement is accomplished by clicking on the direction arrows at the left of the

screen. There are special instances when clicking directly on objects in the Main Window will get you closer to your goal. (To CLICK on an object you are pressing the FIRE button.)

Doors

As you explore the castle and its surroundings, you'll come across many closed doors. Click on a door to open it. But be wary! You never know who or what might be lurking behind the doors in this place.

Objects etc

You'll also discover lots of important objects, weapons, notes, portraits, etc, as you walk around the castle. By clicking on the object in the Main Window, you'll get the name and description of the object.

Collecting Things

If an object looks interesting or important, pick it up. Simply press the fire button and hold on the object, then drag the cursor to the inventory icon at the upper left of the screen or the whole window. Release the joystick button, and the object will disappear from the screen and appear in your inventory.
For more on Inventories and Handling Objects and Weapons, read on.

Lower Window

The lower window does several things, depending on your situation, it may:

* Display the items in your personal inventory or weapons inventory.
* Show which items in a room are removable.
* Give specific information on individual items and entities you encounter in the game.
* Serve as a dialogue box.

Inventories

The three inventory commands in the upper left corner give you control over all movable objects in the game. (To manipulate the objects, see Handling Objects & Weapons)

Room

When you click this command once with the Fire Button, all movable objects in the room that you have clicked on (in the Main Window) appear in the Lower Window.

* If there are many objects available, yellow scroll arrows appear at the right side of the Lower Window. Click on the arrows to scroll through all of the movable objects in the room.
* Double-click on any object to get a description of that object. Click on the Lower Window one more time to clear the description and return to the Inventory Window.

INV

Click on this command with the Fire Button to view all the items you are carrying. Your personal inventory changes instantly as you pick up or drop items. If you're hauling a lot of stuff, yellow scroll arrows appear at the right of the Lower Window. To scroll through the inventory, click on the arrows.

Note: Any weapon you pick up will appear in your personal inventory. But hand-to-hand combat weapons will also appear in your Weapons Inventory.

How much Stuff Can I Carry

You can carry an amazing amount of stuff, so don't be shy. Help yourself to anything in the castle that isn't staked down.

Dropping Objects
If you find yourself overburdened with goodies, you can drop some. Simply click on the item in your inventory and drag the hand onto the Main Window. Release the Fire Button and the item will be dropped into the room where you're currently standing.

Note: It might be a good idea to make a note of where you leave items. They will stay where you drop them, and you can always come back and pick them up later.

Weapons
This works just like the personal inventory (see INV above), but it only shows the hand-to-hand combat weapons you're carrying: Swords, Bows, Daggers, etc. Remember, these weapons also appear in your personal inventory.

Handling Objects and Weapons
This is not rocket science - in fact, it's probably even less complicated than most things. But just to make sure, I'll explain it. The directions below apply to weapons and anything else you may find:

To Examine an object
Click on the object on the Main Screen, a description appears in the lower window.

To Pick Up an Object
Put the arrow cursor on the object, and hold down the Fire Button. The arrow turns into a hand. Drag the hand to the inventory command - INV. To drop objects drag the hand to ROOM

To Use an Object

Click on the object you want to use. The item can be in the Lower Window. Move to the Command Menu, and click USE. This is important for selecting and using weapons. The weapon, or shield you USE will be the active one. (Like any other command, the Use command must be highlighted in green before you can invoke it.)

To Look In an Object

Some objects in the game can be opened and looked into (some can just be looked into). When you click on an object, if you can look into it, the LOOK IN command will be highlighted. Click on that command and a description of what's inside the object (if anything) will appear in the Lower Window.

To Drop an Object

Click either INV in the upper left corner of the screen to bring up the inventory you're cleaning out. Move the cursor to the Lower Window, which now displays all the items in that inventory. Click and Hold on the item you want to drop. Drag it up to the Main Window, and release the Fire button. The item stays where you drop it until you move it again. (You think I don't have better things to do than pick up after you?)

Direction Arrows

The direction arrows located below the inventory commands let you move through the castle. The directions currently available to you are highlighted in green. To move, simply click on the arrow that represents the direction you want to go.

Note that the up / down arrows are highlighted whenever you are near a stairway and can go up or down. Clever isn't it? To go up or down, click on the appropriate arrow and be whisked to another level...or maybe into the unknown. (It's kind of hard to keep track of where all these steps go.)

The Stats Bar

The horizontal bar that runs across the middle of the Main Window displays your current stats. At the beginning of the adventure, you start out at a predetermined (wimpy) level.

STR - Strength

This is the stat that separates Rambo from the Incredible Mr Limpet. There is only one thing you need to know about it:

Getting beat up can make you weaker

Your strength also affects how much damage you can do to an opponent in combat.

RES - Resilience

This stat determines the amount of damage you can take.

DEX - Dexterity

I run with a fast crowd, and you'd better be able to keep up . This stat measures your agility - and your ability to gain the advantage at the start of a fight. See me for a spell that can make you faster than a proverbial speeding bullet.

SKI - Skill

Your skill level increases with each successful combat, read the Combat section. Skill will vary as you change weapons.

LIF - Life

As in "Life Force" a high number here means you're definitely alive. A lower number means it's getting to be zombie time. If it goes to zero, you're dead, the games over, and I'm in the market for a new castle-cleaner.

Command Menu

The list on the right side of the Main Screen shows your action options. The options are constantly changing, depending on where you are and what you're doing, but the currently active options are highlighted in green. To carry out an action, simply click the word with the Fire button. The options are:

OPEN	CLOSE	UNLOCK
LOOK IN	EXAMINE	MIX
CONSUME	USE	THROW

Combat

I hate to tell you this...but there's going to be blood, and we're not talking about a few spots of catsup artistically arranged here and there by a prop manager. No, we're talking about industrial-sized buckets of blood. The question is: Will it be theirs (yes indeedy, these beasties do bleed) - or yours?

About the Weapons

Emelda kept quite an arsenal at Killbragant, and it's all there for you to use...once you:

1) find the weapons and 2) learn how to use them. With a little practice, you'll soon discover that each weapon has its advantages and disadvantages. And the more you use a specific weapon, the more effective you'll become at it.

Fighting

During a fight, you're either on offence or defence. When you're in offensive mode, the cursor becomes a sword. In defence, the cursor becomes a shield.

The computer automatically switches between the two modes based on how well you or your nemesis has aimed his/her/its thrust and how

effective the hit was. You will almost always get an attack turn after you successfully fend off an enemies attack.To fight, you can use the Combat Buttons (Icons). When you are on the offensive and the sword cursor is displayed click on the "hack" icon to slash the intruder into submission. You will find that your action in this instance will be most effective if the hack is made when the monster has its weapon raised above it s head and is itself "open" for attack.
If you loose the initiative during combat, a shield cursor will be displayed. In this situation, quickly click on the "block" icon to regain your initiative again and return to the "hack" icon.

Magic
You can and should use whatever magic you've got before engaging in combat, just choose a spell or potion from your personal inventory and click the appropriate command on the Command Menu at the right side of the screen. For more information on magic, see the Spellcrafting section.

Running Away
It's often true that "He who fights and runs away may live to fight another day." Continuing with the cliches, it's also true that discretion is the better part of valour...and sometimes the better part of survival, too.

All the creeps who've occupied Killbragant have staked out their own little territories (they're practicing dividing up the world after Emelda's imminent return). This gives you a decided advantage: You can get away from the latest nuisance simply by getting off his turf. In other words, you can take off, beat it, scram, run away.
Before combat begins you can run by turning around and moving away.

Monsters
You'll run into lots of bizarre characters as you explore the castle and its

grounds. Here's a little guide to the things that go bump on your head or slash on your throat.

You'll find that some of the monsters look alike, but dress a little differently. For example, you might find a soldier with a blue tunic or a green tunic. The difference between these guys isn't just one of taste. Different colours represent different levels of expertise and power. So the blue soldier is harder to defeat than the green soldier. This is consistent through all levels of creatures.

Some special creatures also appear. And regardless of the colour they're wearing, they are tough. Be prepared, be brave, be ready to run or bleed.

Below is a list of some of the creatures you'll encounter. Also listed are some of their stats:

	Skill	Dex	Str	Res	Lif
Soldiers	25-50	50-60	30-60	30-50	60-110
Knight	50	60	100	50	*
Skeletons	25-50	50-65	35-65	35-55	70-120
Captain	80	70	80	70	150

* The Knight is invincible in hand-to-hand combat.

Saving and Restoring the Game

Pause/Quit

If you want to stop the adventure momentarily - say, to get a bite to eat, or maybe catch the end of "It Came From Outer Space" - click PAUSE once. A scroll will open on the Main Window. Press fire to continue where you left off in the game.

Save

Click on SAVE to save the current adventure. A scroll will open on the Main Window asking you to insert the save game data disk, DISK 3, SIDE B.

Load
This command retrieves a game saved to DISK 3, SIDE B.

Note: In order to make sure you can LOAD the game you want, it will be helpful to keep a list of the names you have given to games you've saved. To increase or decrease the file name when loading or saving, push the joystick up or down respectively.

Spellcrafting

Just because I made my reputation as a 'B' Movie queen, people think that my idea of haute cuisine is a stale popcorn, flat cola and rock-hard jujubes. But I'm actually a pretty decent cook. Really, if you don't believe me, just meet in the kitchen, and let's see what we can conjure up together...
In fact, you can't get much done at Killbragant without my culinary expertise. The kitchen is where I whip up all the magical spells you need to get through. (If you need anything else whipped up, I'll catch you in the dungeon later, and we can discuss it)
Here's how the magic works

To Create a Spell
The ingredients for each spell can be collected throughout the castle, and on the grounds outside. Since I learned to cook from my Auntie Virus, who was really crummy with numbers, the amount of stuff you need to make a spell isn't real specific - though, after some trial and error (and you should have seen some of the errors!) I discovered that it seems to work out like this:
A cupful is about the same as a handful
3 handfuls = 1 saucepan
4 handfuls = 1 basketful
6 glasses = 1 bottle

All the spells, along with their ingredients, are listed in the spellbook.
1. Bring your ingredients to the kitchen (I'll be waiting), click on me and then choose the MIX command from the command display.

2. If I have a copy of the spell book, it will be displayed in the Main Window. All of the spells will be listed. Click on the UP or DOWN Arrows to scroll through the list to find the spell you want. Then click on the Spell Name in the list.

3. When you have selected the spell you want me to mix, all of the magic ingredients you have collected will be displayed on the right hand side of the Spell Book. Pick the object you want me to use for the spell by clicking on them and dragging each one to the main window. When you have selected all of the ingredients for the spell, click on the MIX icon on the lower right hand page.
If you've given me the right stuff, I can create your vile concoction right away - and put it into your inventory where it appears as a potion bottle.

If you goof, and hand me something that's not on the menu, or find yourself coming up short, so to speak...well, I'll be sure to let you know.

To Use a Spell
1. Just select the bottle from the inventory list. The actions you can take with the spell - usually USE is highlighted in the command window.

2. Select the action you want, and watch things start to happen.

All good things must come to an end sooner or later. That includes my spells too. When you've exhausted the power of a given spell, it simply disappears from your inventory list. Without so much as a decent goodbye.

Credits:

Flair Software Ltd:

Written and Programmed by — *Bruce Le Feaux*

Graphic Artists: — *Philip Nixon*, *Mark Sample*, *Paul Drummond*, *Kevin Preston*

Music: — *Shaun Connolly*

Designed and play tested by Horror Soft Ltd
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LOST IN MY CASTLE?

Don't worry, because I had a feeling you might need some help and I've put together a really useful Clue and Help book which you can get by sending a Cheque or Money Order for £5 to :-
Flair Software, The Smithy Side, Ponteland, Newcastle, ENGLAND